



# ENTER THE MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

Part # 24392M

AT&T



AT&T

Register Enter The Matrix™ Today! It's as simple as 1, 2, 3!

1. Go to [www.gameregister.com](http://www.gameregister.com) 2. Enter your game's info 3. Select a great offer

Receive exclusive access to **Enter The Matrix** cheat codes or information!  
That's it.

Infogrames will not contact you without your express permission and does not sell or share registration information.  
For more information about our privacy policy, visit [http://www.us.infogrames.com/privacy\\_policy.asp](http://www.us.infogrames.com/privacy_policy.asp)

Infogrames, Inc., 417 Fifth Avenue, New York, NY 10016 USA  
MADE IN THE USA.

Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved.  
The ratings icon is a trademark of the Interactive Digital Software Association.  
All other trademarks are the property of their respective owners.  
Manufactured and marketed by Infogrames, Inc., New York, NY.



™ & © Warner Bros.  
WBIE LOGO, WB SHIELD: ™ & © Warner Bros.  
(s03)

[WWW.ENTERTHEMATRIXGAME.COM](http://WWW.ENTERTHEMATRIXGAME.COM)  
[WWW.THEMATRIX.COM](http://WWW.THEMATRIX.COM)





## ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information.** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

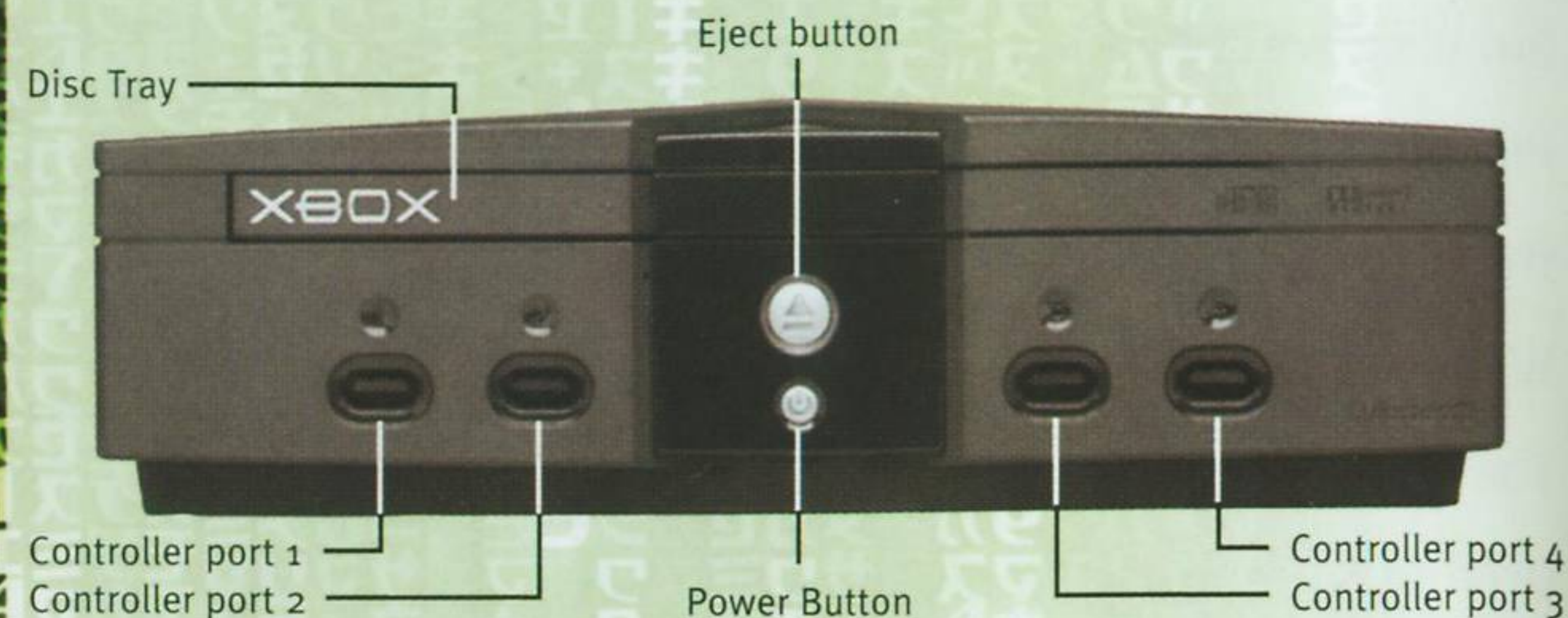
## TABLE OF CONTENTS

Using the Xbox Video Game System .....	2
Starting the Game .....	3
Niobe and Ghost .....	4
Using the Xbox Controller .....	5
Pause Menu .....	8
Heads-Up Display .....	8
Moving Around .....	9
Jumping and Climbing .....	10
Picking Up and Using Objects .....	11
Hand-to-Hand Combat .....	12
Weapons Combat .....	13
The Weapons .....	15
Driving & Shooting from Cars .....	16
Piloting & Shooting from Hovercraft .....	16
Focus Moves .....	17
Credits .....	19
Infogrames Web Sites .....	29
Technical Support .....	30
End-User License Agreement .....	36



## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Enter The Matrix*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Enter The Matrix*.



### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

**NOTE:** *Enter The Matrix* supports progressive scan display. See your Xbox Instruction Manual for details.

## STARTING THE GAME

From the game's Main Menu, select New Game to start fresh or Load to return to a previously saved game. If you choose New Game, you'll be prompted to select a Difficulty level – Easy, Normal, Hard. Then, choose which memory device you would like to save your progress to. Next, you'll choose to play either Niobe or Ghost. Select character to get started.



## SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. Choose to save to the current Memory Device (If available) or choose a different Memory Device. Create a new save or overwrite an existing one (if you do this, the game previously saved will be lost). To load a saved game, select the appropriate Memory Device and choose a saved game. When choosing a game to load, you may start from any point at which you previously saved.

## OPTIONS

From the Main Menu, select Options to enter the Options Menu.

### Controller

- Turn vibration ON / OFF.
- Set the "look up" control for first-person mode.
- Switch controller's button mappings — the mappings for each controller configuration are displayed on the screen.

### Audio

- Adjust the volume level of the game's sound effects, music and dialogue.

### Video

- Toggle subtitles for all voice dialogue ON / OFF.
- Adjust video settings for Gamma, Brightness and Contrast. Toggle Automatic Gamma ON to allow game to dynamically adjust in-game gamma settings.

## VIDEOS AND CINERACTIVES

*Enter The Matrix* tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.



## HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored in order to begin hacking. After that, you're on your own.

## NIobe AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix* story.

**NOTE:** Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

### NIobe

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a hovercraft pilot in the Real World and her driving skills in the Matrix itself are second to none.



### GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.



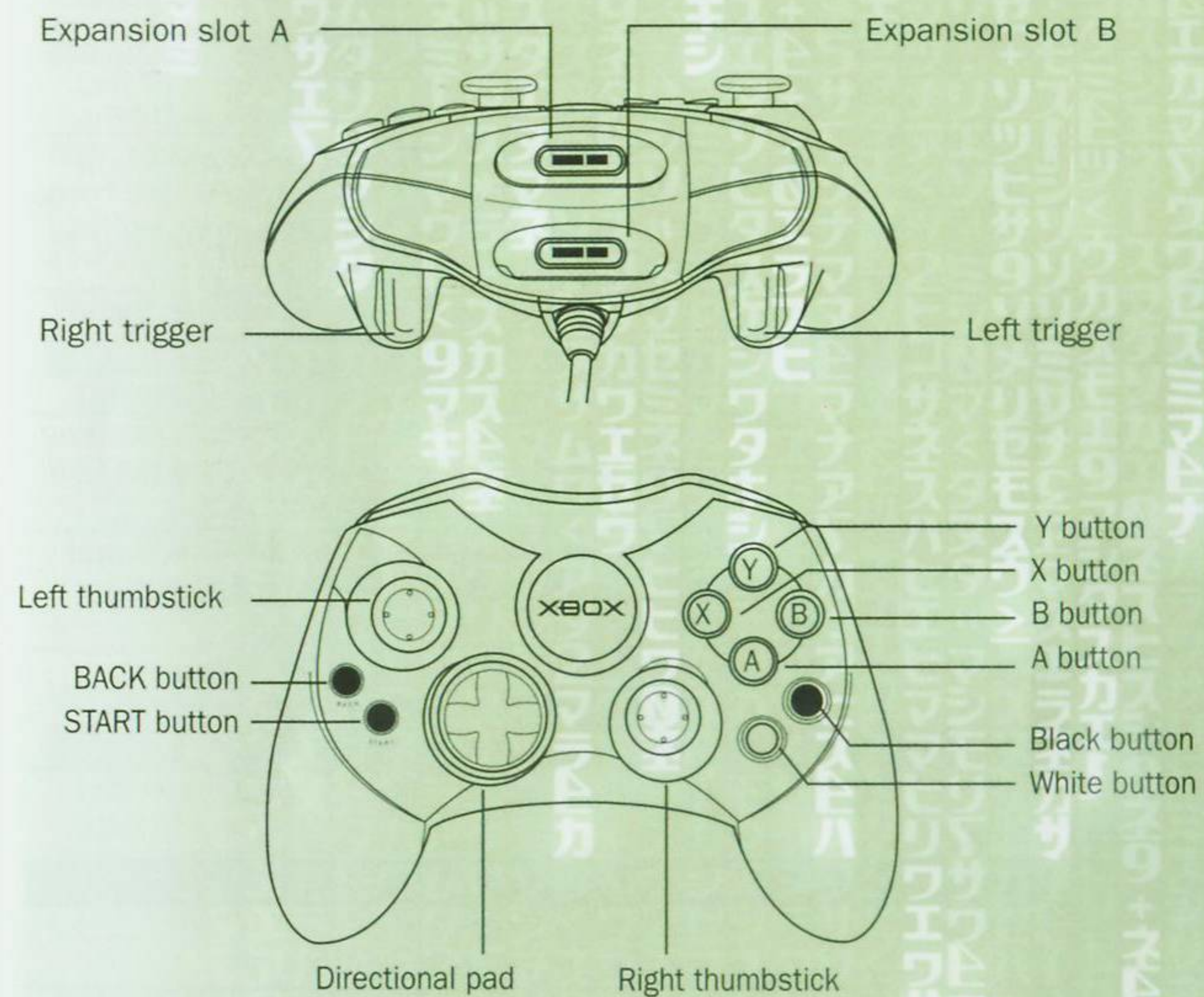
### SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.



## USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Enter The Matrix*.





## Walking / Running / Shooting

CONTROL	ACTION
Left thumbstick	Move forward / back; Turn right / left. When facing an obstacle (such as a wall), tap up to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the <b>left thumbstick</b> allows you to look around and / or aim the sniper weapon.
Right thumbstick	Enter / Exit first-person mode
Directional pad right	Select next primary weapon
Directional pad left	Select previous primary weapon
X button	Specific action is context-sensitive: Pick up object; Activate; Open door; Holster weapon; Strangle opponent from behind
White button	Press and hold to throw selected secondary weapon in left hand (e.g., grenade) or fire secondary weapon. If you have an enemy targeted, you will throw the object at them.
A button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Use Focus (pull and hold <b>left trigger</b> ) while jumping to greatly increase jump distance.
Left trigger	Focus. Pull and hold to use Matrix-enhanced set of abilities.
Black button	Fire primary weapon; Draw selected weapon
Right trigger	Target Lock; Strafe. Pull and hold while pressing the <b>left thumbstick</b> left and right to make your character strafe / step left and right.
BACK button	Weapon Selection menu. Use the <b>directional pad</b> or the <b>left thumbstick</b> to navigate the menu.
START button	Pause Game — The Pause Menu appears. Press the <b>START button</b> again to return to game.

## Sniper Mode

CONTROL	ACTION
Right thumbstick	Enter / Exit sniper mode (when sniper weapon selected)
Left thumbstick	Look around; Aim sniper weapon
X button	Zoom in
A button	Zoom out

## Hand-to-Hand Combat

CONTROL	ACTION
X button	Defend; Block; Counter
Y button	Punch
B button	Kick
Y button + B button	Throw
Right thumbstick	Exit fighting stance

## Driving

When playing as Niobe (Driver):

CONTROL	ACTION
Left thumbstick or directional pad	Steer left / right
Right trigger or A button	Accelerate
Left trigger or X button	Brake. For reverse, pull after car has stopped.
B button	Emergency brake
Right thumbstick left / right / down	Look left / right / behind
Black button	Switch between first- and third-person view
Y button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost (Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
Left thumbstick or directional pad	Look around; Aim weapon
Right trigger or A button	Fire primary weapon

## Hovercraft Flying

When playing as Niobe (Pilot):

CONTROL	ACTION
Left thumbstick or directional pad	Steer left / right / up / down
Right trigger	Accelerate
Left trigger	Decelerate. For reverse, pull after hovercraft has stopped.
A button	Fire forward cannon

When playing as Ghost (Gunner):

CONTROL	ACTION
Left thumbstick or directional pad	Aim target reticle
Right trigger or A button	Fire cannon
Left trigger	Switch view from forward to rear

## Alternate Control Configuration

The above control configuration is the default setting. You can select an alternate configuration at the game's Options Menu.



## PAUSE MENU

At any time in the game, you can press the **START button** to access the Pause Menu. Use the **directional pad** and the **A button** to select from the menu. Select Continue and press the **A button** or **START button** to return to the game.

**Continue** – Return to the game.

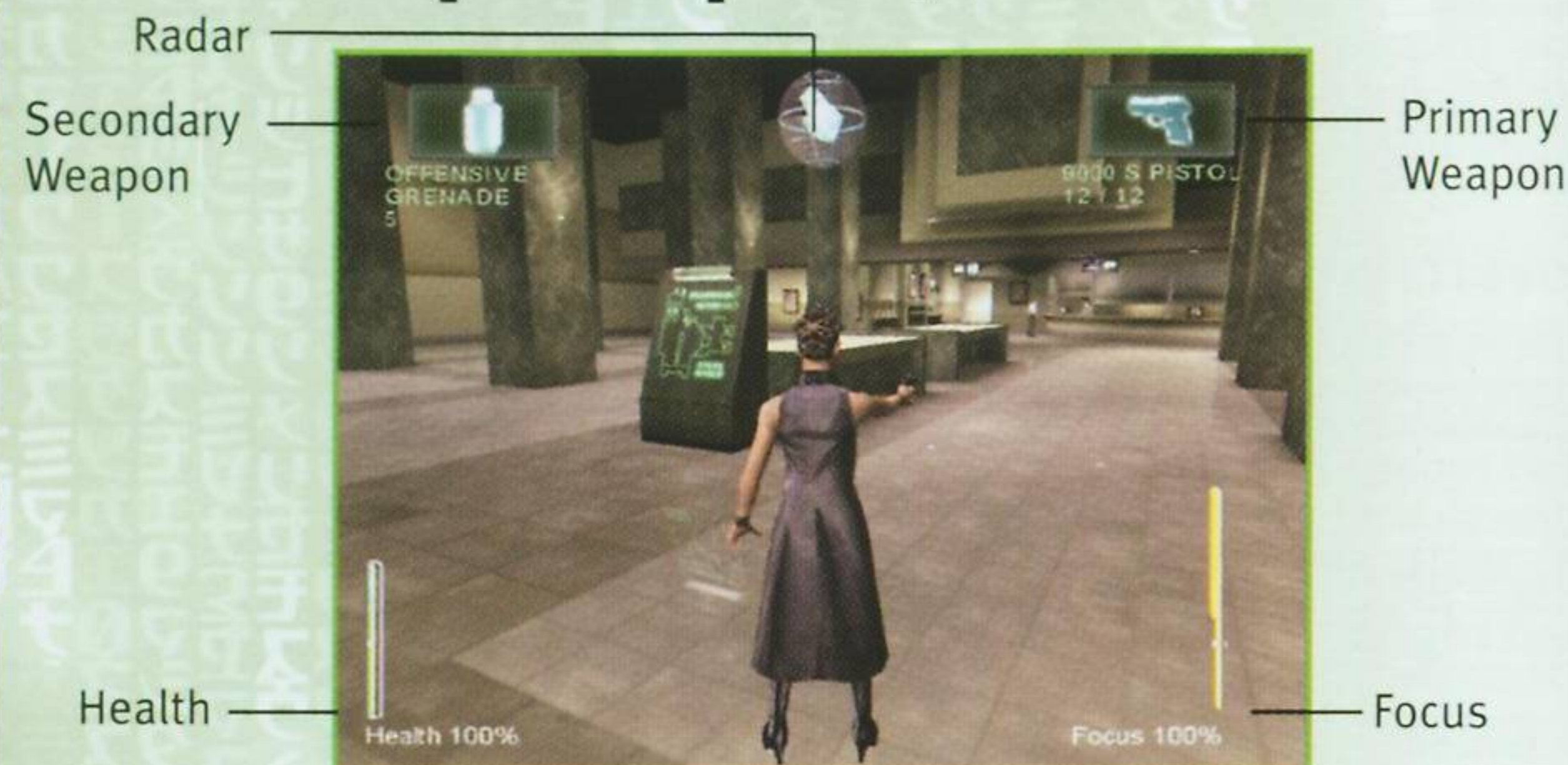
**Objectives** – List level objectives.

**Controls** – View the current control configuration.

**Tips** – Display basic gameplay tips.

**Quit** – Quit to Main Menu.

## HEADS-UP DISPLAY



The Health meter displays your current health status.

The Focus meter displays the current level of Focus time available (see Focus Moves on page 17 for more information).

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Weapon displays show the currently selected weapon for either hand and its available ammunition.

## MOVING AROUND

The **left thumbstick** controls direction and speed for both walking and running.



When facing an obstacle such as a wall, move close to the object and then tap the **left thumbstick** up as if to walk into the object. Your character will turn his or her back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use the **left thumbstick** to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using the **left thumbstick** to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion: Move to the edge of the obstacle and press the **Black button** to lean out and fire. Release the **Black button** to stop shooting, and your character will automatically move back behind cover. To jump out and surprise enemies, press the Jump button (**A button**) as you look around the corner.



Pulling and holding Focus (**left trigger**) while jumping will increase the length of your jump. If you strafe (**right trigger + left thumbstick**), pull the Focus trigger and then jump (**A button**), your character will do a sideways cartwheel.



## WALL-RUNNING AND WALL-JUMPING



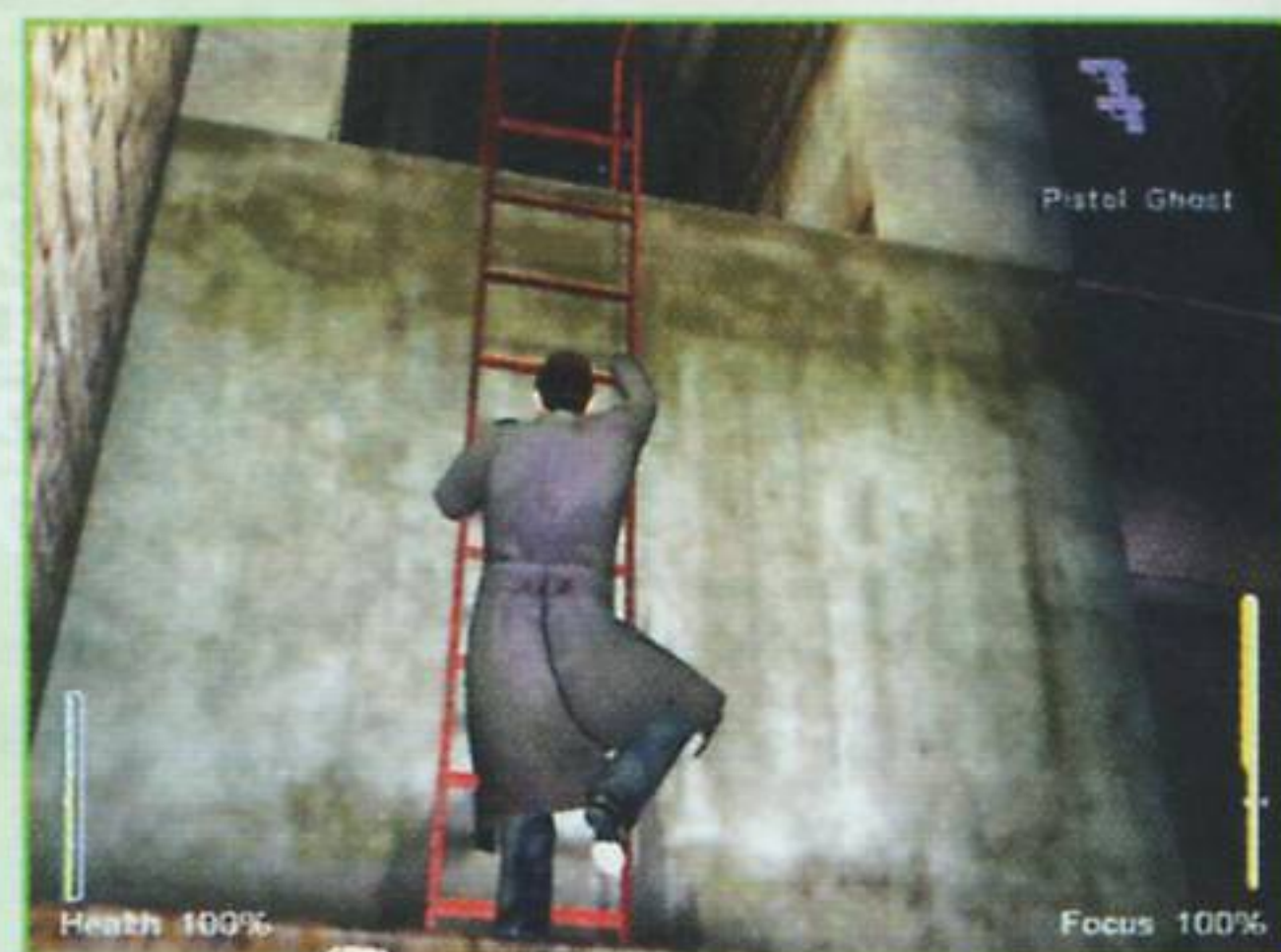
Run alongside a wall, pull and hold the Focus trigger and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump button (**A button**).

For wall-flips, pull the Focus trigger and run directly at a wall — you'll take a few steps up the side and backflip to the ground.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

## JUMPING AND CLIMBING

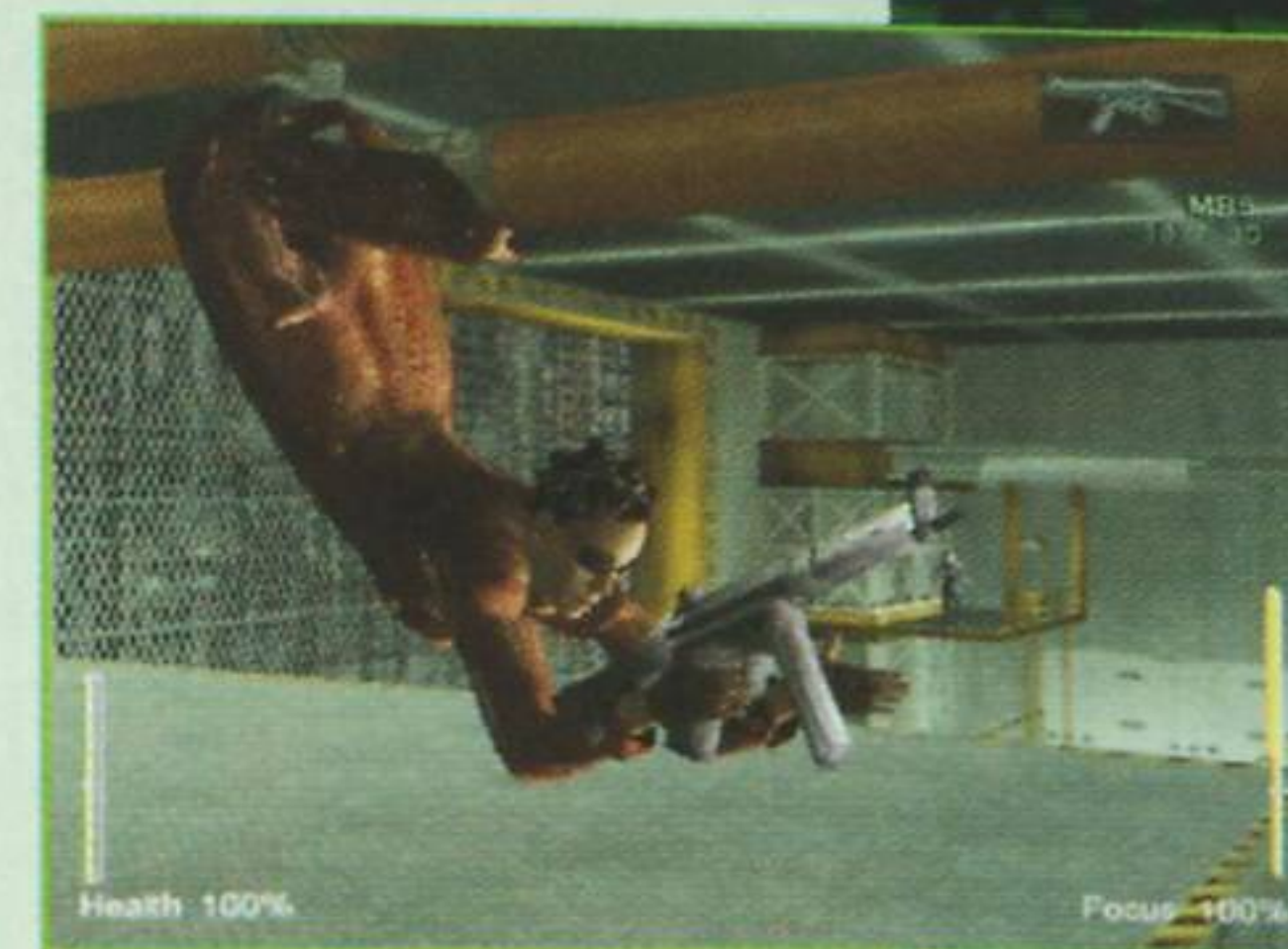
Use the Jump button to jump onto various objects, and use the **left thumbstick** to climb up and down ladders and fences, or press the Jump button (**A button**) to quickly slide down a ladder.



Jump up to grab pipes and rails, and use the **left thumbstick** to move hand-over-hand along the pipe. Press the **Black button** to pull yourself higher onto the pipe. Move the **right thumbstick** in any direction to lower yourself back down. To jump down from the pipe, press the Jump button (**A button**). Be sure you're above a safe landing spot!



Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **Black button** to hang upside down and immediately enter first-person mode. Use the **left thumbstick** to aim, and press the **Black button** again to fire. Lower yourself back down by moving the **right thumbstick** in any direction.



## PICKING UP AND USING OBJECTS



You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the **X button** to use or activate fixed objects, like doors. The exact action triggered by the **X button** is context-sensitive.

## HEALTH PACKS

Throughout the game, you'll have the opportunity to recharge Niobe's or Ghost's Health meter with Health Packs. To pick up Health, run right over it as you would any other item.



## HAND-TO-HAND COMBAT

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.



### PUNCH, KICK AND DEFEND



You'll automatically switch to a hand-to-hand combat stance when you attack an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

#### Example: Foot Sweep

In close quarters, move the **left thumbstick** down and press the Kick button (**B button**). Your character will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

#### Example: Wall Kick

Again, in close quarters, back up against a wall, and pull the Focus trigger and the Kick button simultaneously. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

### THROWS, CHOKEHOLDS AND DISARM MOVES

Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.



#### Example: Throw

To throw an enemy, move in close and press the **Y button** and **B button** simultaneously. Your character will throw the enemy across the room.

#### Example: Chokehold

Sneak up behind a enemy and press the **X button**. Your character will apply a deadly chokehold.

#### Example: Counter-Throw

If you're being thrown, press the **X button** before you hit the ground. Your character will find his or her footing and turn the throw back on their opponent, dropping him to the floor.

## WEAPONS COMBAT



In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.

Select a weapon by pressing the **BACK button** to display the Weapons Menu, and

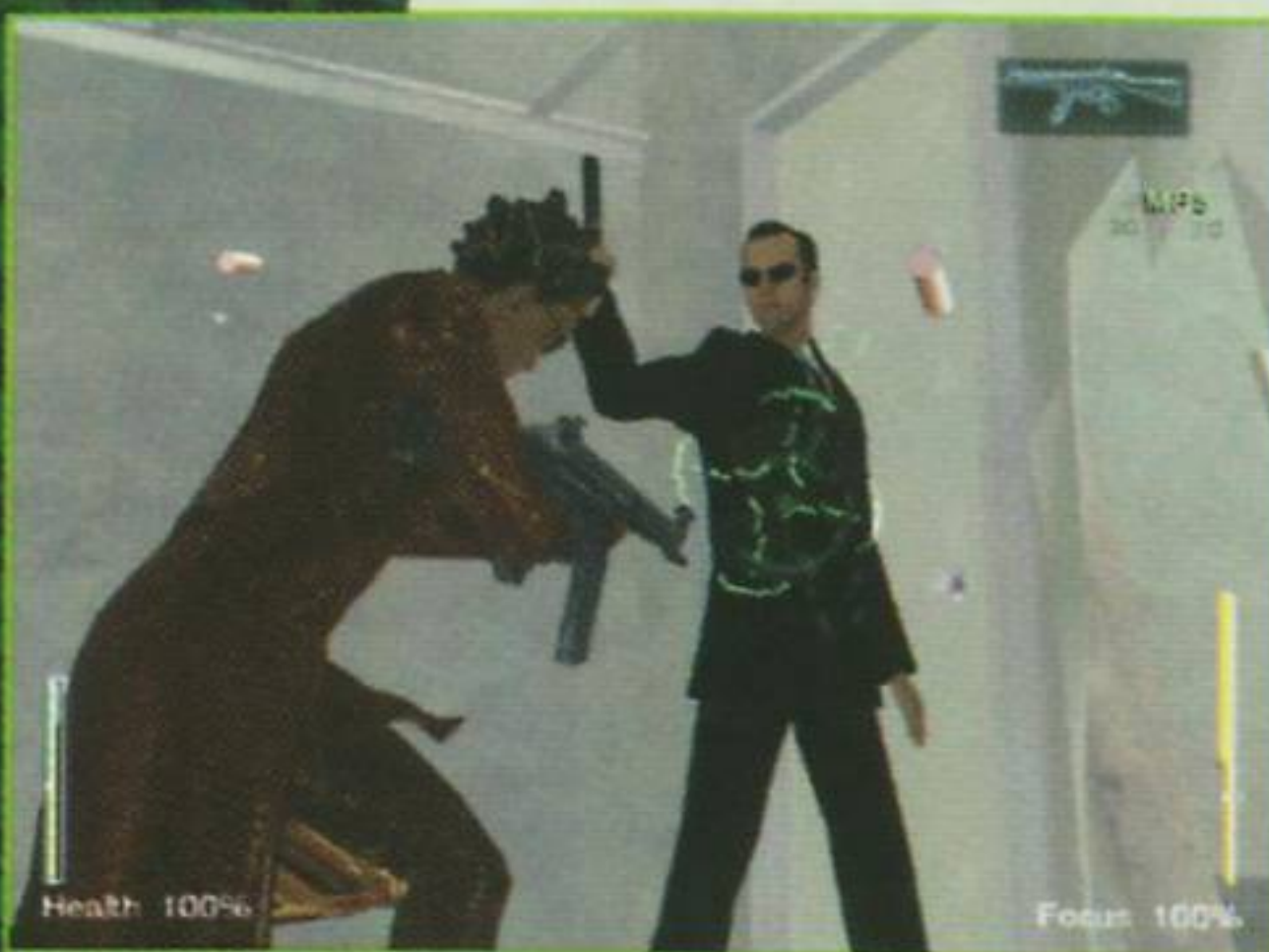
navigate the menu with the **directional pad** or **left thumbstick**. Press the **A button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **directional pad**.

To draw and fire a weapon, press the **Black button**. Press the **X button** to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can wield two pistols for rapid-fire, two-handed shooting.



## AUTO-TARGETING AND TARGET LOCK



Once you've drawn a weapon, maneuver Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

Pull and hold Target Lock (**right trigger**) to keep the enemy in your sights while you move. When you have a target locked, you can strafe left and right using the **left thumbstick**. With this method, you can "circle-strafe" an opponent by moving sideways around him while shooting — a very effective tactic.

**NOTE:** You can strafe without a target locked by using the same control combinations.

Once you lock on a target, you will remain locked until you release Target Lock, holster your weapon, or kill the target.

## THE SNIPER RIFLE

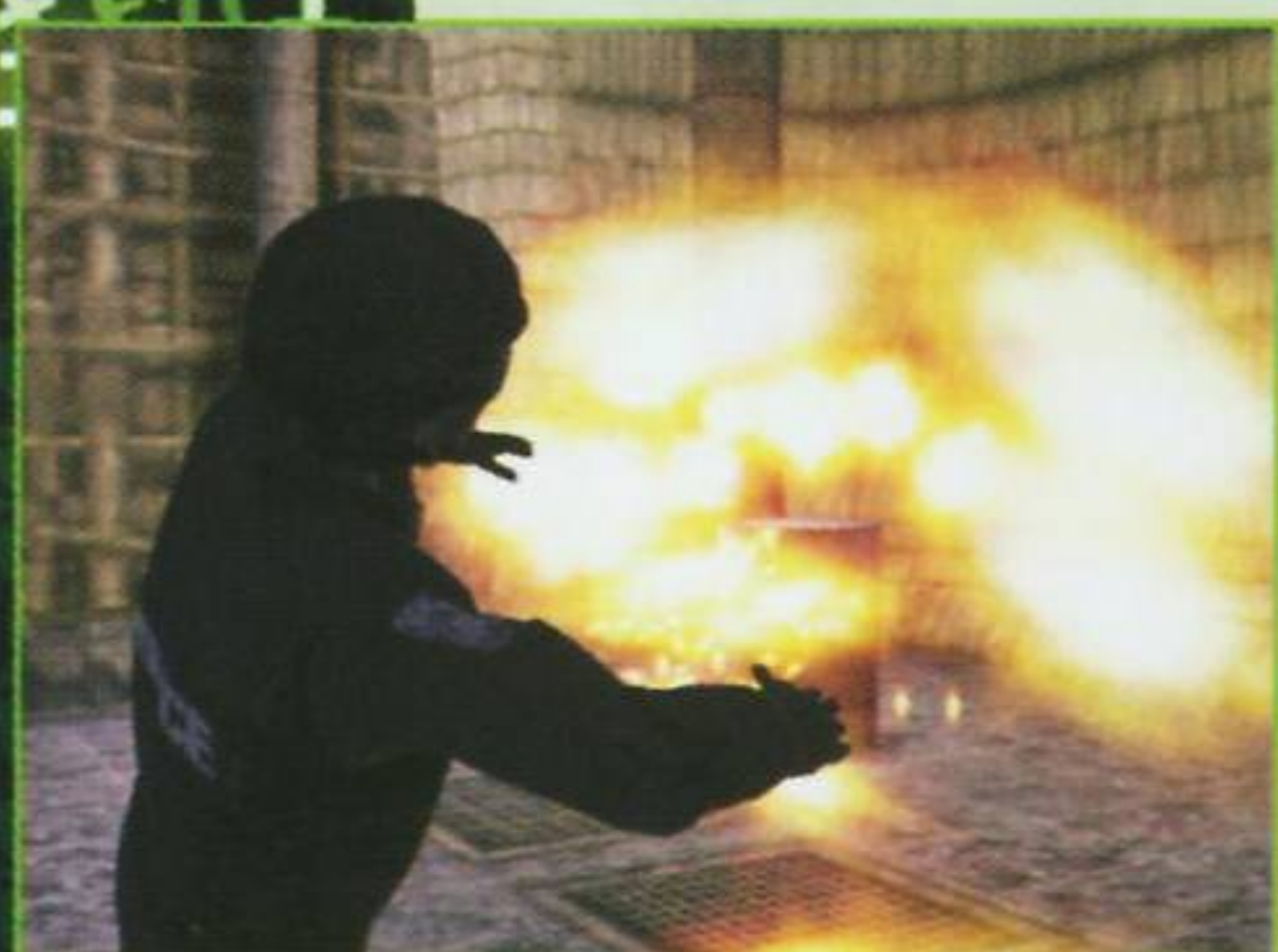
You can use the sniper rifle as a standard weapon, or you can enter sniper mode for greater range and accuracy. Select the sniper rifle and move the **right thumbstick** in any direction to enter sniper mode — the targeting reticle will appear.

Zoom in on your target by pressing the **X button**; zoom out by pressing the **A button**. To fire, press the **Black button**. To exit sniper mode, move the **right thumbstick** in any direction again.



## THROWING GRENADES

First, select a grenade for your left hand by using the Weapons Menu (**BACK button**). Press and hold the **White button** to throw — but be careful to avoid the blast radius of your own grenade!



## THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover more weapons and special ammunition types as you progress — keep your eyes open!

**.380 Security Pistol** – Small clip size and underpowered ammunition, but a common choice for security officers and police.

**92FS Automatic Pistol** – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

**p229 S Automatic Pistol** – Excellent all-around performance. Ghost's primary handgun.

**9000 S Automatic Pistol** – Smaller frame size, but packs the same punch. Niobe's primary handgun.

**.50AE Automatic Pistol** – The most powerful handgun in the game, often carried by Agents.

**MP5 Submachine Gun** – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

**M16** – The U.S. military's standard battle rifle for more than 30 years.

**M240 Machine Gun** – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

**Shotgun** – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

**M95 .50 Advanced Sniper Rifle** – The sniper's best friend. Deals massive damage, even at extreme ranges.

**Flash-Bang Grenade** – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

**Offensive Grenade** – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

**40mm Grenade Launcher** – Fires high-explosive grenades that detonate on impact.



## DRIVING & SHOOTING FROM CARS

### WHEN PLAYING NIOBE...

Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver/navigator, but also as the means to deliver Ghost to the enemies.



### WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.



## PILOTING & SHOOTING FROM HOVERCRAFT

### WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.

You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.



### WHEN PLAYING GHOST...

Ghost takes the *Logos*' gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.



## FOCUS MOVES

Discovering all of Niobe's and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.



To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to Focus.

The Focus meter in the lower right of the HUD displays your resource pool of Focused ability.

Pulling and holding Focus (**left trigger**) while running, jumping or fighting unlocks Niobe's and Ghost's spectacular (and more useful) capabilities. Focus can also keep you out of danger — you'll be a harder target to hit. For



example, hold down the Focus trigger and tap the **X button**, and your character will dodge bullets using somersaults, handsprings, and other maneuvers.

The longer you hold down the Focus trigger, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.



The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

**NOTE:** Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

## CREDITS

*Written and Directed by*  
The Wachowski Brothers

*Lead Designer*  
David Perry

*Produced by*  
Joel Silver

*Producer*  
Rosanna Sun

*Executive Produced by*  
Grant Hill

*Executive Producer*  
Stuart Roch

*Lead Programmer*  
Michael "Saxs" Persson

*Animation Director*  
Gabriel Rountree

*Lead Level Programmer*  
David Msika

*Director of Photography*  
Bill Pope

*Production Designer*  
Owen Paterson

*Art Director*  
Rob Nesler

*Supervising Editor*  
Zach Staenberg

*Film Editor*  
Catherine Chase

*Co-Editor*  
Ian Slater

*Senior Visual Effects Supervisor*  
John Gaeta

*Visual Effects Supervisors*  
John (DJ) Desjardin  
Dan Glass

*Music by*  
Don Davis  
Eric Lundborg

*Sound Design by*  
Charles Deenen  
Dane Davis

*Music Supervision by*  
Charles Deenen

*Costume Designer*  
Kym Barrett

*Casting by*  
Mali Finn  
Shauna Wolfson

*Design Team*  
Shawn Berryhill  
Jay Nielsen

Maja Persson  
Chris Porter

*Programming Team*  
Tony Bennett  
Adam Boyle  
Simon Bullen  
Michael Edwards  
Torgeir Hagland  
Soren Hannibal  
Patrick Hughes  
Julio Jerez  
Brian Lee  
Keir Meikle  
Vincent Weeks  
Rob Wyatt

*Animation Team*  
Scott Holty  
Manjit Jhita  
Steve Klett  
Kevin Mahorney

*Artists*  
Ahmed Ahad  
Carol Angell  
Howard Birnbaum  
Charlie Bloomer  
Daniel Chevalier  
Michael Damien  
Chandana "Sean" Ekanayake  
E. Christian Felts  
Jonathan Gwyn  
Darran Hurlbut  
Derek Johnson  
Rob Jolliff  
Jason Lewis  
Richard Mahon  
Drew Medina  
Russell Murchie  
Chris Naves  
John Roxburgh  
Mark Wilks

*Particle and Special Effects Supervisor*  
Charlie Bloomer

*Particle Artists*  
Phil Banks  
Philippe Brolles  
Scott Dalton  
Erwan Davisseau  
Travis Doggett  
Rob Jolliff  
David Lauck  
Shawn Monroe

*Cineractive Designer & Editor*  
Daniel Francis Gutman

*Cineractive Producer*  
Todd Morgan



*Cineractive Animation Team*

Brian Chambers  
Kevin Cushing  
Andrew A. Heilprin  
Brett Ineson  
Mike Vaverka

*Level Programming Team*

Andrew Delap  
Geoff Erickson  
Nick Kesting  
Mahmud Mahmud  
Richard Skala  
Stephen Wu

*Supervising Sound Team*

Art Currim  
Craig Duman  
Stephen Miller  
Bryan Watkins

*Facial Animation Team*

Kim Van Hoven  
Shaun Novak

*Interactive Production Manager*

Sarah Hicks

*Interactive Coordinators*

Stephanie Cramer  
Trista Gormley

*Interactive Assistants*

Stephanie Fairall  
Garrett Robinson

*Interactive Accountant*

Joanie Ahuna

*Interactive PA*

James Dornoff

*Shiny Communications Writer*

Frank Rogan

*Shiny Information & Technology*

Michael Lewis  
Ryeane Vergara

*Shiny Office Manager*

Pamela McSwain

*Shiny Human Resources*

Sam Park

*Shiny Administrative Assistant*

Rebecca Davis

*Motion Capture Supervisor*

Demian "Dman" Gordon

*Motion Capture Executive Producer*

David Forbes

*Motion Capture Producer*

Camille Cellucci

*Motion Capture Assistant Director*

Robert Mooney

*Motion Capture Production*

*Manager*

Nancy Ong

*MoCap Coordinator*

Kate St. Pierre

*MoCap Script Supervisor*

Heather McCann

*MoCap System Operator*

John Klepper

*MoCap System Technician*

Bill Beemer

*MoCap On-Set Tracking Artists*

J.R. Salazar  
Emi Tahira

*MoCap "Marker Momma"*

Cami Thompson

*MoCap On-Set Wardrobe*

Scott Lenau

*Motion Capture Set PAs*

Courtney Atinsky  
Erica Headley  
Nicki Larosa

Jonathon Mecnas

Paul Muldrow

Toddy Walters

*Motion Capture Propmaster*

Natalie Roth-Corti

*MoCap AV Playback Operators*

Bob Hand  
Urban Olsson

*MoCap Video Camera Operators*

Joerh Kohring  
Ron McGough  
Richard Rega  
Pepe Serventi

*MoCap Audio Engineer*

John "One Eye" Karpowich

*MoCap Rigger*

Neil Davidson

*MoCap Tracking Supervisor*

Daven Coburn

*MoCap Tracking Coordinator*

Scott Rempp

*MoCap Data Tracker*

Steve Ilous  
John Meehan  
Matt O'Calahan  
Rommel Pambid  
Ronald Samsom  
Christopher Yrgan

*MoCap Suits and Markers*

Norma Lehto

*Graff Network Services Coordinator*

Alexa Anastasia

*Martial Arts Choreography by*

Wo Ping Yuen

*Additional Martial Arts*

*Choreographer*  
Dion Lam

*Martial Arts Coordinator*

Chad Stahelski

*Kung Fu Trainer/Co-Choreographer*

Cheung Yan Yuen

*Wire Team Coordinator*

Lee Kun "Fish" Fong

*Hong Kong Wire Team*

Chi Wah Ling "Tony"

Hu Chen "Tiger"

Collin Chou

Huen Chiu Ku "DD"

Shun Yi Yuen "Eagle"

Sui Wah Chan "Money"

*Assistant To Fish Fong*

Catherine Ho

*Stunt Coordinator*

Mike Martinez

*Stunts*

Mike Kruzel  
Johnny Martin  
Keith Suzuki  
Diane Wasnak

*Facial Capture/ADR Recordists*

Julie Pearce  
Michael Thompson

*Facial Capture Producer/AD*

Clark Graff

*Facial Capture Supervisor*

David Bawel

*Facial Capture Trackers*

Damon Knight  
Andrew Tucker

*Facial Capture Marker Swine*

Ron McGough

*ADR Recording Services*

*Provided by*  
Soundfirm

*Associate Producer*

Phil Oosterhouse

*Assistant to Wachowski Brothers*

Vanessa Carmichael

*Assistants to Joel Silver*

Michelle Tuella  
Melina Kevorkian

*Assistant to Grant Hill*

Matt Bilski

*Visual Effects Producer*

Terry Clotiaux

*Digital Effects Producers*

Diane Giorgutti  
Josh Jagers  
Tricia Mulgrew

*Visual Effects Coordinators*

Kate McCarthy  
Jacqueline Rosado

*Technology Supervisor*

Charles Henrich

*Digital Assets Manager*

Tim Bicio

*Digital Assets Developer*

Stephen Cronan

*Digital Assets Coordinators*

Billy Barnhart  
Jonathan Dyer

*Digital Assets Assistants*

Matt Brooks  
Jess Oates  
Mika Taylor

*Technical Support*

Kenji Oates

*Systems Administrators*

Corey Garnett  
Ted Herron  
David Zbriger

*Cineractive Storyboard Artist*

David Hogan

*Additional Cineractive Animators*

John Lee  
Matt Farrell

*Music Licensing by*

Julie Sessing

*Additional Cineractive Animation*

*Provided by*  
Mainframe

*Producer*

Jennifer Twiner-McCarron

*Director*

Greg Richardson

*Filmbox Animators*

Rob Hansen  
Andy Hutchinson  
Rob MacKenzie  
Peter Saumur

*CGI Animators*

Jiri Licensik  
Ricardo Rodriguez  
Adam Sera  
Dustin Trenton

*3D Scanning Provided by*

Gentle Giant Studios



*3D Scanning Crew*  
Karl Meyer  
Steve Chapman  
Gus Navarette  
Luis Labrador  
Joel Kittle  
Brandon Parcinski  
Brian Wilcox

*Background ADR Casting and Voice-Over*  
Blindlight

*Casting Director*  
Dawn Hershey, C.S.A.

*Casting Coordinator*  
Brigitte Burdine

*Recording Engineer*  
J. David Atherton

## **Warner Bros. Interactive Entertainment**

*Vice President*  
Philippe Erwin

*Director*  
Scott Johnson

*Director of Production*  
Brett Skogen

*Producer*  
Gary Sheinwald

*Marketing Coordinator*  
Jim Molinaro

*Executive Assistant*  
Jason Ades

## **Infogrames U.S.**

### **Product Development**

*Senior V.P. – Santa Monica Label*  
Jean-Philippe Agati

*V.P. of Product Development*  
Steve Ackrich

*Producer*  
Brian Wiklem

*Assistant Producer*  
Jorge Oseguera

### **Marketing**

*V.P. of Brand Marketing*  
Steve Allison

*Director of Brand Marketing*  
Jean Raymond

*Senior Brand Manager*  
Mike Webster

*Brand Manager*  
Serene Chan

*Director of Marketing Communications*  
Kristine Keever

*Senior Art Director*  
David Gaines

*Executive Web Producer*  
Jon Nelson

*Senior Web Producer*  
Kyle Peschel

### **Marketing Services**

*V.P. of Marketing Services*  
Gale Alles

*Director of Creative Services*  
Steve Martin

*Director of Editorial and Documentation Services*  
Liz Mackney

*Graphic Designers*  
Paul Anselmi  
Melissa Caccavaro  
Patrick Loughlin

*Documentation Specialists*  
Kurt Carlson  
Chris Dawley

### **Licensing**

*Director of New Business Development*  
Tim Campbell

*Content Manager*  
Mark T. Morrison

### **Legal**

*V.P. of Business and Legal Affairs*  
Steve Madsen

*Director of Business and Legal Affairs*  
Travis Stansbury

### **Strategic Relations**

*Strategic Relations Senior Manager*  
Joy Schmeer

### **Manufacturing/Production**

*V.P. of N.A. Operations*  
Todd Curtis

*Director of Manufacturing*  
Eddie Pritchard

*Lead Senior Buyer*  
Lisa Leon

*Senior Buyer*  
Gardnor Wong

*Materials Planner*  
Janet Sieler

*Director of Logistics*  
Mike Browoleit

### **Engineering Services**

*Senior Manager*  
Luis Rivas

*Engineering Specialist*  
Ken Edwards

*Technician*  
Scott Matloff

### **Quality Assurance**

*Director of Publishing Support*  
Michael Gilmartin

*Director of Quality Assurance*  
Michael Craighead

*Q.A. Project Manager*  
Ezequiel "Chuck" Nunez

*Project Lead*  
Jason Kausch

*Assistant Lead*  
Michael Shamsid-Deen

*Core Testers*  
Joe Fried  
Juan Sanchez  
Carl Vogel  
Alden Wong  
Franco Junio  
Kory O'Daniels  
Scott Barnes  
Andrew LeMat  
Ken Moodie  
Gerard Gust  
Joey Edwards

*Testers*  
Arthur Long  
Gabriel Navarette  
Michael Greenler  
Jason Anderson  
Daniyel Garcia  
Mark Florentino  
Lupe Deleon  
Ted Tomasko  
Chris Dawson  
Jacob Abercrombie  
Kenny Yan  
Brandon Perry  
Jimmy Kennedy  
Mark Alabayan  
Jimmy Goh  
Eugene Lai  
John Seefurth  
Paul Phillips  
Miguel Jauregui  
Howell Selburn

## **Cast**

(In Alphabetical Order)

*The Oracle*  
Mary Alice

*Kali*  
Christine Anu

*Soren*  
Stephen Bastoni

*Vector*  
Don Batte

*Councillor Tuchman*  
Francine Bell

*Persephone*  
Monica Bellucci

*Elevator Security Guard*  
Gunther Berghofer

*Agent Johnson*  
Daniel Bernhardt

*Bane*  
Ian Bliss

*Zion Controller*  
Michael Budd

*Ice*  
Kelly Butler

*Zion Operator*  
Josephine Byrnes

*Operations Officer Mattis*  
Zeke Castelli

*Seraph*  
Collin Chou

*Corrupt*  
Paul Cotter

*Maggie*  
Essie Davis

*Wurm*  
Terrel Dixon

*Morpheus*  
Laurence Fishburne

*Shift Security Guard*  
Daryl Heath

*Sparks*  
Lachy Hulme

*Ballard*  
Roy Jones Jr.

*Abel*  
Malcolm Kennard

*Agent Jackson*  
David Kilde

*Keymaker*  
Randall Duk Kim

*Mauser*  
Chris Kirby



Colt  
Peter Lamb

*Commander Lock*  
Harry Lennix

*Computer Room Technician*  
Tony Lynch

AK  
Robert Mammone

*First Operator at Command*  
Joe Manning

*Agent Thompson*  
Matt McColm

*Security Bunker Guard #2*  
Scott Mclean

*Computer Room Guard*  
Steve Morris

*Trinity*  
Carrie-Anne Moss

*Zion Gate Operator*  
Rene Naufahu

*Councillor Dillard*  
Robyn Nevin

*Cain*  
David No

*Jax*  
Socratis Otto

*Link*  
Harold Perrineau

*Niobe*  
Jada Pinkett-Smith

*Twin #2*  
Adrian Rayment

*Twin #1*  
Neil Rayment

*Neo*  
Keanu Reeves

*Second Operator At Command*  
Kittrick Redmond

*Lock's Lt./Command Centre Lt.*  
Rupert Reid

*Roland*  
David Roberts

*Ajax*  
Shane C. Rodrigo

*Systems Analyst*  
Thomas Scott

*Binary*  
Tahei Simpson

*Trainman*  
Bruce Spence

*Tyrant*  
Frankie Stevens

*Malachi*  
Steve Vells

*Security Bunker Monitor Guard*  
John Walton

*Agent Smith*  
Hugo Weaving

*Councillor West*  
Cornel West

*Axel*  
Leigh Whannel

*Merovingian*  
Lambert Wilson

*Ghost*  
Anthony Wong

*Councillor Hamann*  
Anthony Zerbe

*Voice Talent*  
Angela Au  
Michael Bell  
David Bowe  
Nika Futterman  
Maura Gale  
Richard Green  
Mack Greenlaw  
Phillip M. Hayes  
Howard Hoffman  
Karen Huie  
Jim Lau  
Scott MacDonald  
Melinda McGraw  
Nick Omana  
Elizabeth Pan  
Neil Ross  
Chris Smith  
Andre Sogliuzzio  
Keith Szarabajka  
James Arnold Taylor  
David Allen Thomas Jr.  
Wally Wingert

## We Wish To Thank The Following For Their Assistance:

Scott Barrett  
Heidi Behrendt  
Yves Blehaut  
Sara Borthwick  
Jean-Claude Boursiquot  
Eric Bram  
Dave T. Brown  
Jeanne Burgman  
Gerald "Monkey" Burns  
Nancy Bushkin  
Dan Butler  
Martin Brownlow  
Steve Cavazos  
Paul Collin  
Erin Corbett  
Roger Curtis  
Paula Davenport  
Aron Drayer  
Dave Gatchel  
Julie Goodwin  
Steve Fogelson  
Matt Frary  
Christine Fromm  
Dan Furie  
James Gaines  
Lorraine Garcia  
Ken George  
Harry Glantz  
Carolyn Hadfield  
Maureen Hagan  
Todd Hartwig  
Brant Hawes  
Marielle Henault  
Donna Henry  
Kevin Henson  
Cecelia Hernandez  
John Hurlbut  
Micah Jackson  
Donna Josephson  
Matthew Kaustinen

Judy Kim  
John Koronaos  
Patricia Lelli  
Kathryn Lynch  
Klaus Lynged  
Charles Mallory  
Fred Markus  
Greg Marquez  
Heather McCarthy  
Sarah Mcilroy  
Shawn Monroe  
Erik Olsen  
Lisa Pascale  
Anna Payne  
Tony Peterson  
Wendy Phillips  
Steve Richards  
Luis Rivas  
Lisa Rothblum  
Harry Rubin  
Jon Sell  
Julie Sessing  
Kathy Shekter  
Gary Simon  
Remi Sklar  
Irika Slavin  
Mimi Slavin  
Doreen Small  
Brandon Smith  
Larry Sparks  
Wim Stocks  
Patricia Swanson  
Steve Tsubota  
Brian Turner  
Tonya Ulrich  
Clarissa Weirick  
Michelle Wigmore  
Jill Young  
Keith Zajic  
Barry Ziehl  
Peter, Chris and Kate – Feref  
Frank and Nathalie – Ace  
Lau and Jackie – Mercier Gray  
Schiphol – Amsterdam Airport



# MUSIC CREDITS

## "Badimo"

Performed by Juno Reactor  
© 2000 MELT 2000/Sound Reproductions Limited, Jersey, C.I., G.B.  
Courtesy of MELT 2000/Sound Reproductions Limited, Jersey, C.I., G.B.  
Written by Mabi Thobejane, Ben Watkins & Nick Burton  
© 2000 MELT 2000 Publishing & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.  
www.reactorleak.com

## "Mona Lisa Overdrive"

Performed by Juno Reactor  
© 2003 Warner Bros.  
Courtesy of Warner Bros.  
Written by Ben Watkins  
© 2003 Warner-Barham Music, LLC & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.  
www.reactorleak.com

## "Teahouse"

Performed by Juno Reactor featuring Gocoo  
© 2003 Warner Bros. / Juno Reactor  
Courtesy of Warner Bros. & Juno Reactor  
Written by Ben Watkins & Gocoo  
© 2003 Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.  
www.reactorleak.com  
www.gocoo.tv

## "Dante"

Performed by Juno Reactor  
© 2003 Warner Bros.  
Courtesy of Warner Bros.  
Written by Ben Watkins  
© 2003 Warner-Barham Music, LLC & Songs of Windswept Pacific (BMI) o/b/o Mute Song Ltd.  
www.reactorleak.com

## "Mainframe Wrekka"

Performed by Elite Force  
© 1997 Fused & Bruised Recordings Ltd.  
Courtesy of Fused & Bruised Recordings Ltd.  
Written by Simon Shackleton  
© 1997 Junkbond Ltd. administered by Universal Music Corp. (ASCAP)  
www.fab.uk.com/eliteforce

## "Take The Pill"

Performed and written by Chris Vrenna  
© 2003 Waxploitation  
Courtesy of iMUSIC/Waxploitation  
© 2003 Almo Music Corp. & Pink Lava (ASCAP)  
www.tweaker.net;  
www.waxploitation.com

## "Go"

Performed by Andy Hunter  
© 2002 Sparrow Records  
Courtesy of Nettwerk America LLC Inc.  
Written by Andy Hunter & Tedd Tjornhom  
© 2002 Birdwing Music / Engage / Meaux Hits / Tedaisa Music (ASCAP)  
All rights administered by EMI Christian Music Publishing  
www.nettwerkamerica.com

## "Going Under"

Performed by Evanescence  
© 2003 Wind-up Records  
Courtesy of Wind-up Records  
Written by Ben Moody, Amy Lee & David Hodges  
© 2003 Zombies Ate My Publishing, Forthefallen Publishing & Dwight Frye Music, Inc. (BMI)  
All rights administered by Dwight Frye Music, Inc. (BMI)  
www.evanescence.com

## "Bullet Time"

Performed and written by Herrera Productions Inc.  
© & © 2003 Herrera Productions Inc.  
Courtesy of Herrera Productions Inc.  
www.herreraproductions.com

## "Symbiont"

Performed by Celldweller  
© 2003 Esion Media  
Courtesy of Esion Media/Position Music  
By arrangement with Position Soundtrack Services  
Written by Klayton  
© 2002 Celldweller Music (ASCAP)  
www.celldweller.com

## "Switchback"

Performed by Celldweller  
© 2003 Esion Media  
Courtesy of Esion Media/Position Music  
By arrangement with Position Soundtrack Services  
Written by Klayton  
© 2002 Celldweller Music (ASCAP)  
www.celldweller.com

## "Atom Bomb"

Performed by Fluke  
© 1996 Circa Records Ltd.  
Courtesy of Virgin/Astralwerks Records  
Under License from EMI Film & TV Music  
Written by Michael James Bryant, Michael James Tournier & Jonathan Howard Fugler  
© 1997 BMG Songs, Inc. (ASCAP) o/b/o Music of V2 America

## "Clubbed To Death (Hybrid Mix)"

Performed by Rob D  
© 1995 Mowax Recordings/A&M Records Ltd. London  
Courtesy of Mercury Records Limited under license from Universal Music Enterprises  
Written by Robert Dougan  
© 1998 BMG Songs, Inc. (ASCAP) o/b/o BMG Music Publishing LTD.

## "Clubbed To Death (Kurayamino Mix)"

Performed by Rob D  
© 1995 Mowax Recordings/A&M Records Ltd. London  
Courtesy of Mercury Records Limited under license from Universal Music Enterprises  
Written by Robert Dougan  
© 1998 BMG Songs, Inc. (ASCAP) o/b/o BMG Music Publishing LTD.

## "15 Minutes Of Fame"

Performed by Clawfinger  
© 2003 GUN Records GmbH  
Courtesy of GUN Records GmbH under arrangement with Zync Music Inc.  
Written by Erlend Ottem, Joakim Skog, Zak Tell & Bard Torstensen  
© 2003 Universal Music Publishing AB/Universal Music Publishing Group (ASCAP)  
www.clawfinger.com

## "The Hummingbird"

© & © 2001 Megatrax Production Music, Inc.  
Courtesy of Megatrax Production Music, Inc.  
Composed by Karl Fredrik Lundeborg  
Published by JRM Music (ASCAP)  
www.megatrax.com

## "Dodge This"

Performed and written by Ged Grimes  
© 2003 Ged Grimes  
© 2003 Jack's Hoose Music (PRS)  
www.jackshoosemusic.com

Infogrames, Inc. does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.



Enter The Matrix made with Karma Game Dynamics

DivX™ video provided by Factor 5 and DivXNetworks

Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames, Inc. New York, NY.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



™ & © Warner Bros.  
WBIE LOGO, WB SHIELD: ™ & © Warner Bros.  
(s03)

Filmed on location in Sydney, Australia and Alameda, California

Digital Film Services by Warner Bros. Video Operations

The story, all names, characters and incidents portrayed in this production are fictitious. No identification with actual persons or events is intended or should be inferred.

No animals were harmed during the making of this production.

Ownership of this production is protected by copyright and other applicable laws, and any unauthorized duplication, distribution or exhibition of this production could result in criminal prosecution as well as civil liability.

## INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

<http://www.enterthematrixgame.com>  
[www.us.infogrames.com](http://www.us.infogrames.com)

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

[www.us.infogrames.com/freebies](http://www.us.infogrames.com/freebies)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[www.ina-community.com](http://www.ina-community.com)

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Infogrames web sites is subject to terms and conditions, which you can access at:

[www.us.infogrames.com/terms\\_of\\_service.asp](http://www.us.infogrames.com/terms_of_service.asp)



## Help Via the Internet

## Help Via the Internet

<http://www.ina-support.com>

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's Tech Support # is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

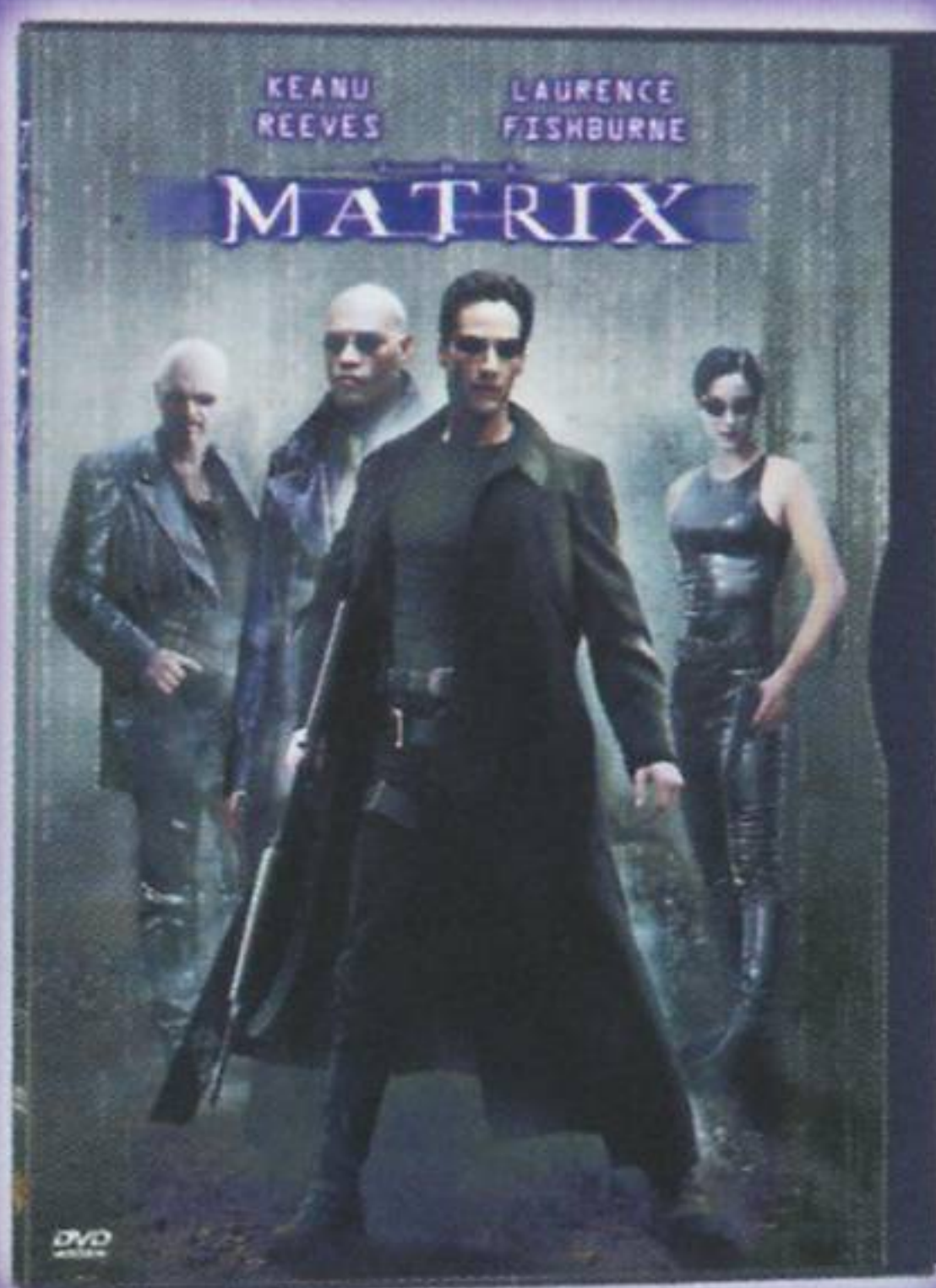
You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
RMA #:

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.





# GET \$3.00 BACK BY MAIL

When you buy  
**The Matrix**  
on DVD

OFFICIAL OFFER CERTIFICATE

OFFER EXPIRES 7/29/03

## GET \$3.00 BACK BY MAIL WHEN YOU:

**Buy:** The Matrix on DVD.

- Enclose:**
- (a) 3" x 5" card with your full name, complete home address (no P.O. Boxes), (optional) home telephone number, including area code and (optional) e-mail address;
  - (b) The sales receipt for **The Matrix** DVD purchased between 4/29/03 and 7/29/03 with the purchase price clearly circled;
  - (c) An original proof-of-purchase tab "D" or UPC from the purchased DVD. Please see example to the right.

**Mail To:** Dept. 38053  
The Matrix \$3.00 Rebate  
P.O. Box 134  
Niagara Falls, NY 14302

DVD

or

UPC

PROOF OF  
PURCHASE  
00000



Offer expires 7/29/03. All requests must be received by 8/12/03. Limit one per individual, household, group, or address and the right is reserved to confirm identity. Offer good in USA only. Void where prohibited, taxed or otherwise restricted. Original proof-of-purchase tab or UPC must accompany request and may not be reproduced. Copy of sales receipt will be accepted. DVD proof-of-purchase tabs A, B & C not eligible for this offer. Requests which, in the sole discretion of Warner Home Video, do not strictly comply with the terms and conditions of this offer, including fraudulent requests, are invalid. Duplicate or invalid requests will be rejected and will not be returned. Keep a copy of UPC, proof-of-purchase tab and sales receipt for your records. Not valid in combination with any other offer. Warner Home Video is not responsible for late, lost, stolen, delayed, unpostmarked, postage due, illegible or misdirected mail. P.O. Boxes will not be honored. Allow 8-10 weeks for processing. If you have not received the rebate by the time allotted, you may call Customer Service at 877-776-0197. Offer is not open to employees of AOL Time Warner, its affiliated companies, subsidiaries, franchisees, agents, any wholesalers or retailers and the families of each living in the same household. Only new factory-sealed DVDs (not previously viewed DVDs) qualify. Cash value 1/100c. All information captured in this consumer offer, including buying behavior, may be used for internal marketing research by Warner Bros., Warner Home Video and AOL Time Warner and its subsidiaries. Consumers are not required to provide their phone number or e-mail address to qualify for this offer.

This is an offer of Warner Home Video, an AOL Time Warner Company © 2003 Warner Home Video.



McFARLANE TOYS  
IT'S AN ATTITUDE

# MATRIX RELOADED

In stores now

EACH MATRIX ACTION FIGURE IS SCULPTED IN STUNNINGLY ACCURATE DETAIL DIRECT FROM THE FILMS AND INCLUDES SEVERAL ACCESSORIES.

ALSO AVAILABLE IS THE DELUXE BOXED SET OF NEO IN THE CHATEAU, BASED ON A FIGHT SCENE IN THE MATRIX RELOADED

TWIN 1  
FROM THE  
MATRIX RELOADED

TWIN 2  
FROM THE  
MATRIX RELOADED

MORPHEUS  
FROM THE MATRIX RELOADED

NEO  
FROM THE MATRIX

TRINITY  
FROM THE MATRIX

LOOK FOR MORE MATRIX  
ACTION FIGURES

COMING FROM  
McFARLANE TOYS LATER IN 2003.

To see all our 2003 products, go to

**SPAWN.COM**



TM & © Warner Bros.  
(s03)

© 2003 TMP International, Inc. All Rights Reserved. Todd McFarlane Productions, Inc. owns and copyrights and trademarks Spawn and all related characters. McFarlane Toys, and other marks and logos displayed are trademarks of TMP International, Inc.

Product specifications subject to change.



SAMSUNG



the future is yours

# MATRIX RELOADED

SOUNDTRACK

ON MAVERICK RECORDS

[WWW.DOWNLOADTHEMATRIX.COM](http://WWW.DOWNLOADTHEMATRIX.COM)



VILLAGE ROADSHOW PICTURES



TM & © 2003 WARNER BROS.





# END-USER LICENSE AGREEMENT

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

## AGREEMENT

This document is an agreement between you and Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

## COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

## GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

## PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

## RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

## EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous,

defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

## TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

## LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

**TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.**

## LIMITATION OF LIABILITY

**IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.**

**IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.**

## CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

## MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

03243